

NTR-AWIE-AUS

NINTENDO DS™

HOTEL DUSK

Room 215™

INSTRUCTION BOOKLET

This seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Product.



WARNING: PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO DS™, GAME CARD OR ACCESSORY.

THIS INSTRUCTION BOOKLET CONTAINS IMPORTANT WARRANTY INFORMATION AND CONTACT DETAILS.



**Rumble Pak
Compatible
(sold separately)**

**THIS GAME IS COMPATIBLE WITH THE
RUMBLE PAK ACCESSORY.**

**THIS GAME CARD WILL WORK ONLY WITH THE
NINTENDO DS™ VIDEO GAME SYSTEM.**

Thank you for selecting Hotel Dusk Room 215™ for your NINTENDO DS™ system. Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. Save this booklet for future reference.



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Holding the Nintendo DS

You will hold the Nintendo DS sideways when playing *Hotel Dusk*. Put the Touch Screen on the right if you're right-handed, or on the left if you're left-handed. You can change the handedness setting when you start a game for the first time (see p. 12) or on the system menu (see p. 25). Explanations in this manual default to right-handedness.



Single screenshots in this manual are labelled TOUCH for Touch Screen images, and are unlabelled for images on the other screen.

PROLOGUE

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The name's Kyle Hyde.

On December 24, 1976, I shot a man named Brian Bradley. He was my partner. And my friend.

"Hey, Bradley! I just heard from the chief. You really going to do it?"

"Yeah. We think it's the only way to get the info we need."

"I don't know..."

"Look, I know it's dangerous, but I'm the only one in position to get this done."

"All right, partner. If you say so. ...So what are you going to tell Mila?"

"Not much. Probably tell her I'm being transferred or something. Might even send her to Boston to live with some family until this whole thing blows over. Safer than letting you watch her, right?"

December, 1975. Bradley goes undercover to investigate a Manhattan-based crime syndicate. A year later he sells us out and gives confidential police information to the bad guys. He's a traitor. I hear the news, canvas the city, and finally track him down.

"Why'd you do it, Bradley?"

He turns to run...and I shoot him. Bradley crumples and takes a dive into the river, but the body's never found. A dirty cop's not a popular subject, so the whole thing's swept under the carpet in a matter of days.

"We don't waste manpower looking for dead rats, Hyde. Forget it."

As for me? I leave my badge and gun on my desk and walk away.
Eight years on the force...done.

It's been three years since I left the 89th Precinct and New York behind. Now I'm a salesman for an outfit called Red Crown...but I'm still looking for Bradley.

On the surface, Red Crown's a door-to-door sales firm dealing in household goods. But Ed, the boss, has himself a little side business finding things that don't always want to be found, and from time to time, I lend a hand.

When a job comes in, Ed tells me where to go and puts whatever I'm supposed to find on an order sheet that he mails to me. When I arrive, I just lay low until the sheet shows. But once I get it, it's time to go to work.

December 28, 1979. The last Friday of the year. Ed pages me, but I let it slide for a few hours before calling in. ...It was a rough night.

"Hyde! Why haven't you checked in?"

"Stop yelling, Ed. My head's pounding like a marching band caught in a stampede."

"Hung over again, eh? Well, no sympathy here. Ya reap what ya sow! Now listen up! I got a job for ya! It's a place called Hotel Dusk. Package is on the way, and the order sheet's inside."

"Got it."

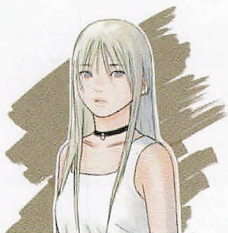
I hang up and climb back into my beat-up station wagon. Time to hit the road.

I didn't realise it when I started this trip, but as I pull up to Hotel Dusk I get the feeling I'm going to find something. Something that will lead me to Bradley.



Kyle Hyde

A thirty-three-year-old former N.Y.P.D. detective. He's been a travelling salesman for the past three years, but continues to search for his missing ex-partner, Brian Bradley. He presents a gruff and cavalier exterior, but drops all pretence when something grabs his attention.



Mila

A girl Kyle sees on the road while travelling to Hotel Dusk. When she arrives at the hotel, Kyle learns she cannot speak. She wears a bracelet identical to the one Bradley wore.

**Rachel**

The twenty-seven-year-old secretary for Red Crown's president, Ed. She's Kyle's main contact person and sometimes confidante. She's witty and kind, and knows nothing about Kyle's search for Bradley.

**Dunning**

The forty-nine-year-old owner of Hotel Dusk. He's a stubborn man who dislikes cops, crooks, and trouble in equal measure. He tells Kyle the story of Room 215.

**Ed**

The fifty-five-year-old president of Red Crown. He's a friend of Kyle's deceased father, and ex-L.A.P.D. He's the only one who knows that Hyde's looking for Bradley.

Brian Bradley

The man Kyle is trying to find, Bradley is Kyle's former partner and friend.

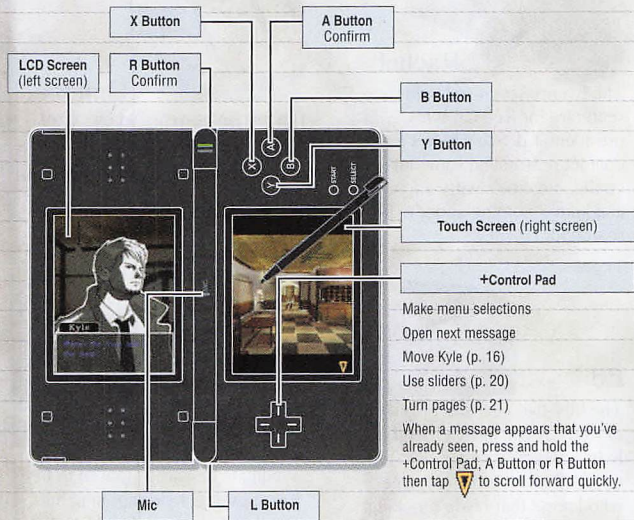
Three years ago he switched sides and gave confidential police information to a crime syndicate he was supposed to be investigating. Kyle shot him, but Bradley disappeared and hasn't been seen since.



CONTROLS

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Hotel Dusk is controlled almost exclusively by tapping and sliding the stylus on the Touch Screen. Below is the Nintendo DS layout and corresponding game controls.



If you're playing right-handed, you will not use the B, X, Y, or L Buttons.







Close the Nintendo DS in mid-game to activate the energy-saving Sleep Mode. Open the system to continue playing.

Menu Selection Controls

To make a choice on a conversation screen (p. 18), tap an option once to select it, then once more to confirm your choice. Menu choices on all other screens are completed by tapping a selection once.

About Left-Handed Settings

If you select to play left-handed at the beginning of the game, the button functionality will change as shown to the right. If you want to change handedness during game play, open your notebook and select System to do so (p. 25). Please note that the +Control Pad up, down, left, and right displays will be the same as when you are holding the Nintendo DS sideways.

Right-Handed		Left-Handed
+Control Pad—up		Y Button
+Control Pad—down		A Button
+Control Pad—left		B Button
+Control Pad—right		X Button
A Button		+Control Pad—up
R Button		L Button

CHECKING IN

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Make sure your Nintendo DS is turned off. Insert the Hotel Dusk Room 215 Game Card into the DS Game Card Slot until it clicks into place, then turn the power on.

When playing with a Rumble Pak, insert it into the Game Boy Advance Game Pak slot until it clicks into place.

1. After you turn the power on, read the information on the start-up screen (shown to the right), then tap it to proceed to the DS Menu Screen.

2. On the DS Menu Screen, tap the Hotel Dusk Room 215 panel.

If you have your Nintendo DS Start-up Mode set to Auto, the DS Menu Screen will not appear. See your Nintendo DS Instruction Booklet for more details.

3. When playing for the first time, you'll need to choose either the right-handed or left-handed setting before moving to the title screen.

The next time you play, you'll skip the handedness setting and move directly to the title screen.

WARNING - HEALTH AND SAFETY

BEFORE PLAYING, READ THE HEALTH
AND SAFETY PRECAUTIONS BOOKLET
FOR IMPORTANT INFORMATION
ABOUT YOUR HEALTH AND SAFETY.

TO GET AN EXTRA COPY FOR YOUR REGION, GO ONLINE AT
www.nintendo.com/healthsafety/

Touch the Touch Screen to continue.




Title Screen

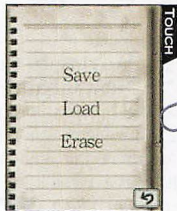
Choose a selection by tapping it with the stylus.

START	Start playing from the beginning.
CONTINUE	Continue playing a game in progress. After you select CONTINUE, you must choose a save file from which to start playing.



About Saving

To save your game, select the notebook icon  on the movement screen (p. 16). When the notebook screen (p. 23) appears, choose Save / Load, then tap Save. Next, select a file to which you want to save, then confirm by tapping Yes when it appears. You will also have the chance to save at the end of each chapter (p. 14). To erase a saved data file, select Save / Load, then tap Erase when it displays.



You can erase all saved data by pressing and holding the A, B, X, Y, L, and R Buttons at the same time when you start up the game.


Be careful! Deleted game data cannot be restored!

IN THE PURSUIT OF THE TRUTH

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The story of Hotel Dusk Room 215 is divided into chapters. To progress through the game, guide Kyle Hyde through the hotel so he can interact with the people staying there.

1. Controlling Kyle (p. 16-17)

Touch a spot on the screen to start Kyle moving in that direction. The farther the stylus is from him, the faster he'll move. When you come to a door, tap the door icon  to interact with the door. You can knock on a door by tapping it, or try to open it by touching the handle twice.



5. Moving to the Next Chapter

As you repeat steps 1 through 4, time will pass in the game. After a certain amount of time has passed, you'll stop and reflect on what has happened in the current chapter, then move on to the next one.



The guy who pays the bills
at Red Crown has spoken.
And when Ed speaks, I go.

4. Solving Puzzles (p. 22)

In the course of the game, you'll sometimes run into a puzzle that must be solved.

Use all the functions of the Nintendo DS to figure them out!



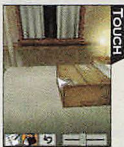
2. Talking (p. 18-19)

Talk to people to gather information, then use that information to progress through the story.



3. Searching (p. 20-21)


Search any areas or items that catch your interest. You may find an important clue!



Game Over

Be careful when interacting with people! If you say the wrong thing or behave in the wrong way, you may get tossed out of the hotel and end your game.

Using the Notebook (p. 23-25)

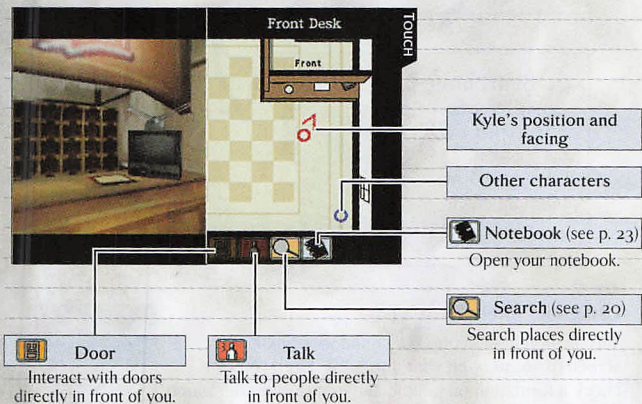
Tap the notebook icon  on the movement screen (p. 16) to open your notebook. Here you can check information on people and items, save your game, look at a map, and perform other tasks.





As you play, you must guide Kyle through the hotel. The left screen will show what Kyle sees as he travels. Move close to people with whom you want to talk or areas you want to search.

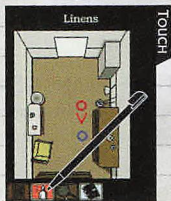
Movement Screen

Kyle will move in the direction dictated by touching the screen with the stylus. Touch the screen farther away from him to make him walk faster.







■ Move Closer to People and Items

When you approach a person,  will light up. Tap it to initiate conversations, ask questions, and follow up on clues (see p. 18). When you approach an area that can be searched,  will light up. Tap it to zoom in on whatever's in front of you, at which point you can search the area.




■ Doors

When you approach a door,  will light up. If you tap the icon, the door will appear on the Touch Screen. Tap the door twice to knock, or tap the knob twice to attempt to open the door. Select  to write memos (see p. 21),  to use items (see p. 21), or  to go back to the movement screen.





Using Keys

Many doors in the hotel are locked. If you have a key for a particular room, touch , select the key, then touch the doorknob to use it.




Hotel Dusk is populated by deadbeats, liars, and thieves—but you'll have to talk to them if you want to uncover their secrets and progress through the game.

Conversation Screen

Tap  on the movement screen to advance to the conversation screen, where you can speak to people. Tap  to scroll through messages as they appear. When conversation choices appear, tap a selection once to choose it, then tap it again to confirm your choice.



■ Following Up

When you see , you can follow up on what the person you're speaking with just said by tapping . If you're playing left-handed, this  will appear on the left screen where Kyle is displayed. Following up on the right things is like opening a door into the heart of the story, so use this ability wisely.

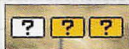


GAME OVER

Depending on the paths conversations take, and how you handle certain puzzles, Kyle may get tossed out of the hotel or retreat to his room. If either one happens, it's game over for you. If you want to pick up from where you left off, choose Retry. If you want to return to the title screen, choose Back to Title.

■ Question Panels

When Kyle hears something that sparks his curiosity, he'll store a question about it in his mind. These questions are divided into three different categories, and he can ask them whenever there is a break in the conversation. The three question types are shown below.



	Questions that can be satisfied by talking with one person. If you miss the chance to ask one of these questions, you may remember it later. In this case, the icon will be grey.
	Questions that require talking to more than one person, or questions that you don't know whom to ask.
	Questions necessary to solve a specific problem.

Question Panel

Tap once to select, and twice to confirm.



Memo (see p. 21)

Write notes and review information in your notebook.



Items (see p. 23)

Show items in your possession to other characters. Select an item, then choose Show to use this feature.



Back

Return to the movement screen.



Review


Take another look at conversations where you used a conversation panel.

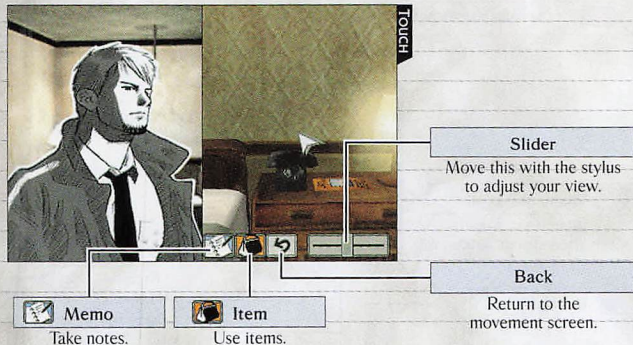
SEARCHING

20



To solve the mysteries you come across, you'll need to search areas and items. Be sure to conduct a thorough examination of anything you find suspicious. Who knows what clues you may uncover?

Search Screen


Tap  on the movement screen to move to the search screen. On this screen, double-tap whatever you want to examine.

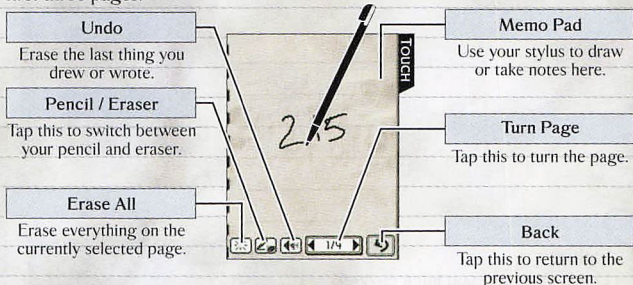


■ Use Items

To use items, tap , then touch the item you want to use. Double-tap the area or item on which you want to use the selected item to see what happens. To cancel, tap .

■ Memo

Tap  to open your memo pad. You can take up to three pages of notes and sketches. Any notes you receive from other characters will appear after the first three pages.



About Items

You'll find items as the result of conversations and searches. Some items can be used on—or stored in—other items in the environment.

SOLVING PUZZLES

22

As you progress through the game, you'll use the Touch Screen to solve puzzles. If people need your help, it's usually in your best interest to lend a hand.

Puzzle Screen

The puzzle screen appears as the result of certain conversations and searches. You may need to use all the functionalities of your Nintendo DS to solve the puzzles.

Quit

Tap this to quit a puzzle and return to the previous screen.



Failure

Don't give up if you fail a puzzle! You can try puzzles as many times as needed. If you're stuck, try talking to people or searching for extra clues.




USING YOUR NOTEBOOK

23


Your notebook contains a lot of useful information, so be sure to open it as you progress through the game. You can use it to check on information you've gathered and also to write down important clues.

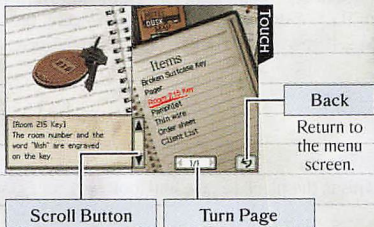
Notebook Screen

Tap  on the movement screen to display the screen shown here. Tap a menu item to select it.




■ Items

Tap an item to view an item explanation. When you see  on the left screen, use the scroll button to scroll the text up and down.



■ Characters

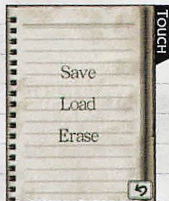
Tap a character's name to see a profile and list of questions you want to ask that character. When you see  on the left screen, use the scroll button to scroll text up and down.



Scroll Button

■ Save/Load

Select this to save, load, or erase game data. First, choose either Save or Load to move to the file-select screen. Next, choose the file you want to load, or the file slot to which you want to save, then choose Yes. If you want to delete data, choose Erase.

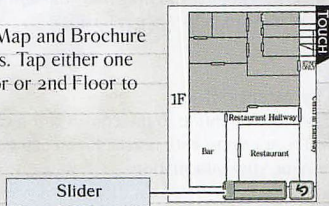


■ Memo

This is the place to take and look over notes (see p. 21).

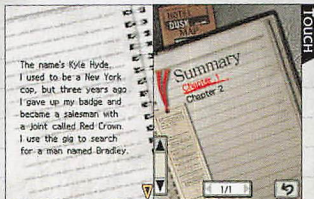
■ Map

As you progress through the game, Map and Brochure (see p. 23) will appear as menu items. Tap either one to bring up a hotel map. Tap 1st Floor or 2nd Floor to see a close-up of that floor.



■ Summary

After you clear Chapter One, Summary (see p. 23) will appear as a menu selection. Both will display information on chapters you've cleared. Tap the chapter you want to review to display it. When you see ▼ on the left screen, use the scroll button to scroll summary text up and down.



■ System

Come here to turn the Rumble feature on or off or switch your handedness settings.

PROGRESSING THROUGH THE STORY

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At certain points, you may find yourself wondering what to do next. Here are a few hints to help you get unstuck.

Pay Attention!

Pay close attention to the conversation choices you take and how the person you're speaking with reacts. If you can get people to trust you, they may provide vital information.

Search Everywhere!

If you use the slider to look at an area from different angles, you may find something new. Also try looking at areas from a distance. Some things may be easier to see from far away.



Write it Down!

If you hear or find something you think is important, write it down in the notebook (see p.21). It may come in handy later on.

12 MONTH WARRANTY FOR NINTENDO DS™ (GAME CARD)

REV-D

The benefits conferred by this Warranty are in addition to all other conditions, warranties and statutory remedies in respect of this NINTENDO DS™ GAME CARD (GAME CARD) which the consumer may have under the Trade Practices Act 1974 (Commonwealth) and/or similar State, Territory or Country Laws.

Nintendo Australia Pty Limited (Nintendo) warrants this GAME CARD to be free of defects in materials, workmanship and manufacturing to the original purchaser for a period of **twelve months** after the date of purchase and upon presentation of purchase receipt.

1. Nintendo will, at its option and subject to the terms and conditions stated below, repair or replace free of charge this GAME CARD or any component part, which upon examination by Nintendo Australia Pty Limited is found to be defective in materials, workmanship or manufacturing.

2. This Warranty shall not apply:

- (a) If the GAME CARD has been subjected to misuse, abuse, accident or want of care.
- (b) If the GAME CARD has been modified and/or tampered with.
- (c) If a repair has been made or attempted to the GAME CARD by the purchaser or their agent.
- (d) If the unit fails due to causes unrelated to defective materials, workmanship or manufacturing.

3. The following are not covered by this Warranty:

- (a) Liquid/Moisture damage;
- (b) Dirty/Contaminated edge connector;
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4. Nintendo does not accept any liability pursuant to this Warranty for any consequential damage or economic loss whether direct or indirect, to any person or property, arising from breakdown or failure of this GAME CARD.

5. Nintendo's liability under this Warranty is limited to the lesser of the replacement cost or repair cost of the GAME CARD.

This Warranty is given by Nintendo and no other person or organisation is authorised to vary its provisions and conditions.

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Contact Nintendo Customer Service on (03) 9730 9822
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Hours of operation: 9:00am to 5:00pm Monday to Friday (EST)

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